

Dragonshards

The Daughters of Sora Kell, Part 2

By Keith Baker



Individually, the Daughters of Sora Kell are three of the most powerful beings on Khorvaire. Sora Maenya and Sora Katra are monsters of legend, and this should be taken into account when dealing with them. Through Sora Teraza, they will probably already know much about the adventurers before they ever encounter them; a DM should make full use of this knowledge.

Sora Katra

NE Female half-fiend green hag, Bard 11

Renowned in song as the trickster of the deep swamp, Sora Katra has been a figure in Brelish folktales for centuries. Stories abound of those who have gone to her in search of secrets or treasure, planning to best her with wit or steel. With few exceptions, these tales always come to a bad end. Her charisma and skill with words are remarkable, and while the threat of violence forms the foundation of Droaam, Sora Katra's rhetoric is quickly building a fanatical following for the hags.

When all three of the hags are encountered, Sora Katra will do most of the talking. She uses *disguise self* constantly, choosing forms to distract or disorient her opponents. She sees the world as a vast gameboard and is always playing out dozens of schemes. One of her primary tools is a criminal organization known as Daask (a giant word translating as "monstrous eye"), which has spread east through Breland and Aundair. More information about this organization can be found in the upcoming sourcebook *Sharn: The City of Towers*.

In addition to her powers as a hag and half-fiend, Sora Katra possesses a legendary talent for curses. Once per day she can *bestow curse* as a spell-like ability; once per month she can perform *binding*. She must supply the usual components for *binding*. She performs these spells as a 20th level bard, and the save DCs are Charisma based.

Sora Teraza

LN Female half-fiend dusk hag, Cleric 13

There are few legends of Sora Teraza. Until the founding of Droaam, only the most erudite bards had heard of the blind crone said to wander the Demon Wastes. Many believe that she is the motivating force behind Droaam - that she was the one who sought out her sisters, guided by an oracular vision. She speaks rarely, but her sisters pay close attention to every word.

All dusk hags possess oracular abilities, but Sora Teraza's are unnaturally powerful. However, she does not control these visions; instead, the visions control her, as she seems to feel an obligation to fulfill the visions she receives. This is a tool for the DM, and there is no mechanic attached to it. It is a plot device to serve the needs of the campaign.

Although she is blind, Sora Teraza is aware of all that occurs around her; this is represented by blindsight that extends in a 60-foot radius. She cannot be flanked or caught flat-footed.

Sora Maenya

NE Female half-fiend annis, Barbarian 10

Sora Maenya has terrorized the Eldeen Reaches for generations. Her strength and appetite are legendary, and she is said to have wrestled the dragon Saerylak and devoured him raw. Few creatures have survived her iron grip, and she takes personal pleasure in breaking giants and other monsters that challenge the Daughters. Over the centuries she has devoured shifter tribes and left entire villages barren and empty. She takes great pleasure in hunting rangers and other human prey. While many Droaamites adore Sora Katra, far more fear Sora Maenya.

While Sora Maenya is known for her strength, she is no dumb brute. She lets Sora Katra run the nation but Sora Maenya is a cunning orator in her own right. She prefers to ply her skills on individuals, playing games with her prey before tearing them to shreds. She is also an unbridled sensualist, and she is always searching for new tastes and experiences. Of all the sisters, Sora Maenya is most likely to be encountered alone, as she wanders the wilds in search of bloody entertainment.

Sora Maenya prefers to fight with her hands; she enjoys the sensation of crushing bones and rending flesh. However, when leading her war trolls into battle, she may choose to use a battle axe or greatsword. The Daughters have many magical weapons hidden in the vaults beneath the Great Crag.

Sora Maenya

Female half-fiend annis hag barbarian 10; CR 19; Large outsider (native)(augmented monstrous humanoid); HD 7d8+35 plus 10d12+50; hp 171; Init +5; Spd 50 ft.; AC 31, touch 14, flat-footed 31; Base Atk +17; Grap +36; Atk +34 melee (1d6+17, claws); Full Atk +34/+34 melee (1d6+17, claws) and +29 melee (1d8+9, bite); SA Improved grab, rage 3/day, rake 1d6+17, rend 2d6+24, smite good (+17 damage), spell-like abilities; SQ Darkvision 60 ft., damage reduction (see below), fast movement, immunity to poison, improved uncanny dodge, resistance to acid 10, cold 10, electricity 10, and fire 10, soul binding, spell resistance 27; AL N; SV Fort +16, Ref +15, Will +13; Str 40, Dex 20, Con 20, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +12, Climb +20, Craft (bonecarving) +8, Craft (leatherworking) +8, Diplomacy +16, Disguise +12 (+14 when acting), Hide +11, Intimidate +24, Jump +20, Listen +21, Move Silently +10, Sense Motive +6, Speak Language (Common, Elven, Giant), Spot +11, Survival +18, Swim +20; Awesome Blow, Blind-Fight, Improved Bull Rush, Iron Will, Power Attack, Track.

Damage Reduction (Ex): Sora Maenya possesses DR 10/magic, DR 2/bludgeoning, and DR 2/--. Her natural weapons are considered to be magic weapons for purposes of overcoming damage reduction.

Soul Binding (Su): By taking an hour to devour a corpse and perform a special ritual, Sora Maenya can trap the soul of her victim. This is identical to the spell *soul bind* except that the soul is bound in the victim's skull instead of a gem, and the ritual can be performed within 17 hours of death. The effect has a caster level of 17.

Spell-Like Abilities: 3/day -- *darkness*, *disguise self* (CL 8th), *fog cloud* (CL 8th), *poison* (DC 16), *unholy aura* (DC 20); 1/day -- *blasphemy* (DC 19), *contagion* (DC 16), *desecrate*, *horrid wilting* (17d6, DC 20), *summon monster IX* (night hag), *unhallow*, *unholy blight* (8d8, DC 16). Caster level is 17th unless otherwise stated and save DCs are Charisma-based.

Rage: While raging, Sora Maenya gains 34 temporary hit points. The following changes should be put in effect; AC 29, touch 12, flat-footed 29; Atk +36 melee (1d6+19, claws); Full Atk +36/+36 melee (1d6+19, claws) and +31 melee (1d8+10, bite); SA Rake 1d6+19, rend 2d6+27; SV Fort +16, Will +13; Str 44, Con 24. Her rage lasts for 11 rounds.

Possessions: +3 *glamered studded leather*, *amulet of mighty fists* +2, *bag of holding* (type II), *belt of giant strength* +4, *boots of the cowards leap*, *potion of barkskin* +5, 3 *potions of cure serious wounds*, *potion of displacement*, *potion of eagle's splendor*, *potion of fly*, *potion of haste*, *potion of invisibility*, 2 *potions of lesser restoration*, *potion of protection from arrows* 15/magic, *potion of tongues*, *potion of undetectable alignment*. The *boots of the cowards leap* allow the wearer to use *dimension door* 1/day with a CL of 9.

Though her hunched posture hides her true size, this withered crone must be at least 8 feet tall. She wears a hooded cloak and leather rags the color of dried blood. Her limbs are long and gnarled, but her hands do not shake and her fingers are tipped by long black talons. Her withered skin is a deep indigo blue, and her hair a filthy black nest. Her eyes glow with a fierce red light, and when she smiles you see the mass of needle-sharp teeth that fill her mouth.

About the Author

Keith Baker has been an avid fan of **Dungeons & Dragons** since grade school. His life took a dramatic turn in 2002 when he submitted the world of Eberron to the WotC Fantasy Setting Search. In addition to developing the **Eberron** Campaign Setting and *Shadows of the Last War*, he has worked for Atlas Games, Goodman Games, and Green Ronin.

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